



Software for the VIC 20 home computer

**First...** *thankful we are* for your continued interest in our games and other products.

**Second...** We're not letting you down now.

NOTE: Joystick games are compatible with Atari or Commodore joysticks.



## 3-D MAN

The exact maze from probably the most popular arcade game ever with perspective altered from overhead to eye level. The dots. The monsters. The power dots. The side exits. New on-screen radar. The game is amazing.

3-D Man requires at least 3K memory expander but will run with any memory add-ons (8K, 16K, 24K, etc.) that we have come across.

\$16.95



By Ken Grant

First the bad news... this game is literally full of bugs. The good news? We guarantee hours of exciting entertainment trying to remove them. Some bugs you are likely to come up against

are spiders, snails, fleas and centipedes in this rapidfire, 100% machine language, exceptional quality game.

Exterminator runs in standard 5K VIC!

\$19.95

## **DEFENDER ON TRI**

As pilot of the experimental Defender-style ship "Skies Limited," you are the only hope for advance party of scientists trapped in ancient alien sphere which suddenly (heat from collision course with sun presumably—G.E.) came to life. Four screens worth of unique defenses, on-off shields, fuel deposits, alien treasures, running timer,

energy, score and very nice graphics display make this one that does not quickly wax old.

Defender on TRI requires at least 3K memory expander, but will run with any memory add-on (8K, 16K, 24K, etc.) we have come across.

\$16.95



A more dastardly alien could scarcely be found than one who would wipe out an entire civilization by dropping anti-matter anti-canisters, right? If your opinion of this alien troublemaker is the same as ours, probably your first thought was, get some matter! We say calm down! All is not lost. A mobile rapid splatter cannon capable of both breaking through his standard

alien moving force fields and laying waste to the ever-increasing number of anti-canisters is even now hovering above us. If only our cannoneer hadn't called in sick... say, what are you doing today?

Anti-Matter Splatter is 100% machine language and runs in standard 5K VIC.

\$19.95

## ★ From the Desk of the Nufekop Janitor ★ *A Solicited Testimonial*

As holder of one of the most prestigious positions in the Nufekop structure and in light of my unique familiarity with all their games past and present (I work by myself on night shift and have pass keys to just about everything! — and maybe they're right, I just might owe them a favor) they have insisted that I share my knowledge and expert opinions on the games and goings on around here.

These last four! Whew! You can't imagine how many times (since I found the disk with these games on it) I have been forced to hurry through, or been unable to complete, the tasks I temporarily find myself obliged by contract to perform. With all the money I figure these guys are bringing in, I can't even see why they get so upset at just a little dirt and maybe a few scattered papers, but I'm learning machine language, and when I start selling my games.... All right, already, I'll get back to what I was writing about, you don't have to threaten me, jeez!

O.K. Looking over these four new ones, some impressions develop. Let me share them with you.

(1) A much more in-depth approach to the technical problems (and solutions) that occur during construction of a game. Let me point out for examples the complexities of 3-D Man's maze and radar, the graphics of Defender on TRI, the fact that nearly the entire screen is moving on Anti-Matter Splatter, and the sounds and feel of the stick on Exterminator!

(2) A maturing process seems to have taken place and a new very polished approach to game theory has become evident. This important segment of the making of a well-rounded game is too often overlooked. In simplification, one might say that they realize that a game has to be based on a concept that is fun.

(3) The distinct possibility I can quit asking for my pay in quarters for the arca... hey, you guys, do I have to keep doing this, come on, I'll do better tonight... I mean it, come on...

## INVASION

Standard 5K VIC 20 — Joystick

Simply a lot of fun describes this one. At the right side of a large cavern are four energy pods. Computer-controlled ships fly through from the left to steal them. You have

rockets at the bottom and bombs at the top of the cave at your disposal, but perfect timing is essential.

CG036..... \$9.95

## JOURNEY

Standard 5K VIC 20 — Joystick

On a journey into a deep cavern, the depths of which have never been explored, you

must dodge rock formations and pick up fuel as you go.

CE106..... \$9.95

## KRAZY KONG

Standard 5K VIC 20 — Combination (stick and key)

The crazy gorilla has taken three fair maidens up to the top of the giant stairway and you (the valiant hero) will attempt to rescue them at the risk of your own life. Your

timing must be totally accurate as you jump the barrels that Kong is rolling down at you.

CG054..... \$9.95

## TIMES +

Standard 5K VIC 20 — Keyboard

How long can it take to find three connecting numbers on a large grid, two of which multiplied, the third added or subtracted from from the product of the first two equal the number VIC has chosen?

That's what you will find out in this one. Play against VIC (4 levels) or against another player in this fun and educational game.

CG..... \$9.95

# **NÜFEKOP**

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## **TARGET**

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Standard 5K VIC 20 — Joystick

This one requires nerves of steel and quick reactions. As you slither snakelike around the screen hustling to pick up the points, your worm's tail

grows ever longer. This has a nice feel and very good graphics display.

CG016..... \$9.95

## **RESCUE FROM NUFON**

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Standard 5K VIC 20 — Keyboard

This graphic adventure has 5 floors with 20 rooms apiece. Use the elevator to change levels and the N,S,E,W keys to move your characters around as you search for 30 hostages randomly scattered (differently every run) throughout. As there are 3

different monsters occupying Nufon, you are armed with a blaster, but unfortunately it uses energy pretty fast, forcing you to do some fancy dodging in order to make the supply last. Average game is twenty minutes.

CG058..... \$9.95

## **COLLIDE**

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Standard 5K VIC 20 — Joystick

Versions of this game have been around for over 4 years, making this classic piece a

solid choice for guaranteed fun. A fast action game.

CG026..... \$9.95

## **ESCAPE**

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Standard 5K VIC 20 — Keyboard

VIC draws a random maze before your eyes, chooses an exit, then picks and marks a starting point. After about 20 seconds for you to choose a way out, the screen changes, leaving you trapped at the

starting point in the same, only now 3-dimensional, maze. All thoughts are of escape. Uses N,S,E,W keys for movement and C(cheat) key for location update.

CG066..... \$9.95

## ★ HELPFUL TIPS ★

Here are some helpful tips that may be totally obvious to some, and possibly miraculous solutions to others (all numbers are in decimal configuration).

Poke 198,0 before an input statement in your program and this will eliminate any keys kept in the keyboard buffer.

For a repeating keystroke type poke 650,128.

Poke location 646 with a number between 0-7 to change the current print color.

Many people have been interested in the basic logics used in moving a character across the screen. The

To determine if the commodore key or the shift is depressed you may peek location 653. 0 = no keys pressed. 1 = shift keys. 2 = commodore key.

To read any other key, peek at location 197.

Memory location 36896 is the horizontal center. You can vary the contents to make the screen appear to shake. This is ideal for game explosions!!

Some games when used in the super expander will not work because the user made-up character set becomes scrambled. Try using poke 51,0:poke55,0 instead of poke 51,peek(55).

following example will allow control of a character using the (Z) key for left, and the (C) key for right.

```
10 PRINT"J":A=6010:POKEA,0:POKE36879,8
15 IFPEEK(197)=33THENPOKEA,32:A=A-1:POKEA,0
20 IFPEEK(197)=34THENPOKEA,32:A=A+1:POKEA,1
25 GOT015
```

To further complete your program, add the following lines to the above program.

```
5 POKE52,28:POKE56,28:POKE51,0:POKE55,0:CLR:FORX=7424T07432:POKEX,0:NEXT
7 FORX=7166T07183:READA:POKEA,DA:NEXT:POKE36869,255
9 DATA60,126,63,31,31,63,126,60,60,126,252,248,248,252,126,60
```

Finally, if all of the above bores you because you have known it since you were six months old, then read the next paragraph carefully....

Nufekop is always on the lookout for exceptional

This may give you a base for your own version of the game that is currently sweeping the nation.

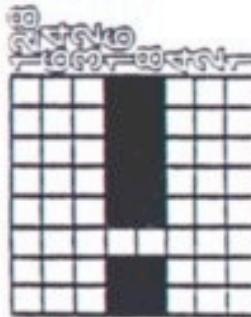
quality games (please note the word exceptional). So if you walk through your local arcade snickering about how much better your VIC games are, then send us a copy for review. You'll be glad you did.

# ★ PROGRAMMING AIDS ★

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Character Graphics Page

2



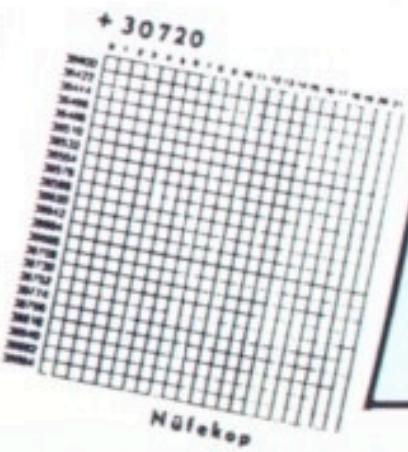
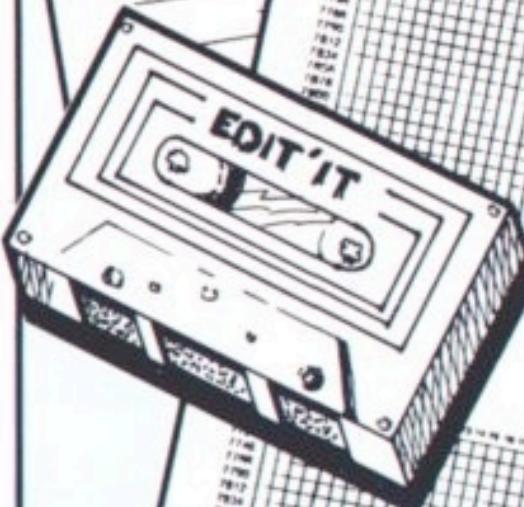
Shown actual size.

REM; EXCLAMATION

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Vic Screen Chart Page



**nüFEKOPI**

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ph. ( )

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A  
**nüFEKOP**  
\*BIG DEAL coupon\*

**5th game free! with order of 4 or any purchase  
in excess of \$45**

or

**2 free! with 6 tape order or \$65 and up purchase**

or

**10% discount on under \$45 order (subtract from total)**

**sorry but EXTERMINATOR  
cannot be chosen as a free game**

## GALLows

Standard 5K VIC 20 — Keyboard

Our version of the classic Hangman game plays with over 370 of our words on side one and has skeleton program called "Empty Gallows" on

side two for you to enter your own word list. Comes with well-documented, simple, instructions.

CE102 ..... \$9.95

## SPELIT

Standard 5K VIC 20 — Keyboard

This game's strength is that almost uniquely it is playable by the whole family and probably most of their friends at the same time. Though like the letter cube game

"Boggle," it does a little more. For instance, a graphic hand shakes the cubes, automatic timer buzzes you when out of time, and provides score-keeping for up to 20 players.

CE106 ..... \$9.95

## SEARCH

Standard 5K VIC 20 — Joystick

Drive a car around a giant maze of rooms picking up moneybags, avoiding a rather aggressive oil slick, and remembering where you were when you last spotted a fuel

pump. This very challenging game gives you the feeling you should be able to win it the next time you play it.

CG056 ..... \$9.95

## ALIEN PANIC

Standard 5K VIC 20 — Combination (stick and key)

This arcade-type game pits you against time and an alien on a 6-level construction site

with ladders and pitfalls, but not to worry! You have a shovel.

CG008 ..... \$9.95

**VIKMAN**

Standard 5K VIC 20 — Combination (stick and key)

Another arcade-type game, the problem here is how to eat all the dots and power dots in the maze without being eaten by

the 1 to 3 monsters (your choice) that inhabit it.

CG002..... \$9.95

**BOMBER**

Standard 5K VIC 20 — Combination (stick and key)

Being in charge of three different aircrafts on a mission to clear out a canyon is never easy. You must pick your target carefully and drop your

bombs quickly and accurately to avoid wasting precious time. Easy to catch on to, but hard to master.

CG014..... \$9.95

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*Something for the USERS*

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**EDIT'IT**

After some phone calls asking for a good character editor we decided "Hey, we'll sell ours." That seemed simple enough. After one month of trying to make it "user friendly," we were literally covered with bug bites, but had in our possession a polished, finely tuned program. One

interesting feature worth the price of admission is the multicolored character mode. Some other features are instant clearing of old character if desired, ability to move character up, down, left, right inside grid. A very useful program.

## CHARACTER GRAPHIC & SCREEN CHARTS

These started out being made up for personal use but are so convenient we went to the printer and said make a bunch.

He did, we put them in notebooks (3-hole binder type), and they are now yours for the ordering.

## CASSETTE TAPES

These high-quality data tapes are a must for you buccaneers our there, and are handy for the rest of us. Minimum order of 5.

Call for prices on orders of over 50. Our C10(5 minutes per side) tapes come with hard Norelco boxes.

CG 201	Edit'It.....	\$12.95
NA 202	Character Graphics .....	4.50
NA 203	Screen Charts .....	4.50
CO 205	Package of all the above .....	17.95
NA 204	C10 blank cassettes.....	1.00 each

### FINALLY AVAILABLE!

## METEOR SHOWER PROTECTION FOR YOUR VIC!

WAIT! Don't stop reading just because you are one of those action types who went out and spent a bundle on one of those cumbersome and hard-to-maintain force field-type protectors immediately after acquiring your VIC. Have you ever thought of what might happen if, for instance, a flock of birds were passing through your computer room and unknowingly you trap them inside the perimeters as you wearily retire for the night? I'll

bet not. It's not a pretty sight to wake up to.

Our meteor and bird covers come with a nice picture of the VIC 20 silkscreened on them and are available in three colors: blue, beige and brown (please specify B, B or B).

Get this! I just heard that some non-creative types are using them for (this is rich) **DUST COVERS!** Well, I guess it takes all kinds.

Meteor and bird covers . \$6.99

**MÜFEKOP**

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